

REMARKS

Claims 1, 4-8 and 10 remain in this application. Claims 1 and 4-11 are rejected. Claims 2, 3, 9 and 11 are previously cancelled. Claims 1, 8 and 10 are amended herein to clarify the invention. For the convenience of the Examiner, APPENDIX I is provided herewith having a complete set of pending claims with all amendments effected therein.

CLAIM REJECTIONS UNDER 35 U.S.C. §103(a)

Claims 1, 4-8 and 10 are rejected as obvious over the Suzuoki reference in view of the Yasui reference under 35 U.S.C. §103(a). The applicant herein respectfully traverses this rejection. For a rejection under 35 U.S.C. §103(a) to be sustained, the differences between the features of the combined references and the present invention must be obvious to one skilled in the art.

It is respectfully submitted that a *prima facie* case of obviousness cannot be established in rejection of claims 1, 4-8 and 10. "To establish a *prima facie* case of obviousness, three basic criteria must be met. First, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the reference or to

combine the reference teachings. Second, there must be a reasonable expectation of success. Finally, the prior art reference (or references when combined) must teach or suggest all the claim limitations. The teaching or suggestion to make the claimed combination and the reasonable expectation of success must both be found in the prior art, and not based on the applicant's disclosure. *In re Vaeck*, 947 F.2d 488, 20 USPQ2d 1438 (Fed. Cir. 1991)." MPEP §706.02(j) "Contents of a 35 U.S.C. §103 Rejection." Cited references are deficient in failing to teach or suggest the feature discussed below.

Claims 1, 8 and 10 each recited the following feature:

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

Thus, the above noted feature provides a texture which moves relative to the polygon upon which it is drawn and which is so displayed. Accordingly, although a polygon may be stationary in a displayed scene, the texture on the polygon will move relative to the polygon and the rest of the scene.

It respectfully appears that the Examiner is misinterpreting the Suzuki reference. The Examiner alleges that the reference teaches "a texture drawing means for simulatively moving the second texture, drawing by the two-dimensional coordinates in time-series so that the second texture picture appears to be a moving image when displayed." However, this language does not correspond to the present claim language which requires that the texture coordinates move relative to the polygon so the text appears to be moving on the polygon. The Suzuki reference teaches a very different system.

With reference to Fig. 3, the memory space of a frame memory is shown wherein area AD1 is a drawing area which stores the image *to be* displayed and areas AT1-AT3 for storing textures to be used. Col. 3, line 66 -col. 4, line 10. Next, the textures stored in AT1-AT3 are transferred to the surfaces of polygons appearing in the drawing area AD1, which in the illustrated example comprise the sides of a cube as shown in Figs. 5A-5C. Nothing suggests that the texture coordinates are then successively moved relative to the polygons.

The Suzuoki reference then goes on to discuss application of texture to a moving image. Col. 4, lines 38-50. Basically, the moving image data is used to dynamically rewrite the textures in the texture areas AT1-AT3 so that the texture areas will correspond to the orientation of the polygon in the moving image. Nothing suggests move the texture applied onto the polygon in a manner relative to the polygon its self. Simply because the reference discusses moving a texture from a texture area in memory onto a polygon, does not mean the reference teaches successively moving the texture which is on the polygon relative to the polygon.

The Examiner goes on to reference Fig. 7 for further teaching moving image data. Again, Fig. 7 fails to teach the claimed successively moving the texture which is on the polygon relative to the polygon. In Fig. 7, the image created by applying the textures to the sides of the cube OB21 in Fig. 6 is now stored as a texture T14 itself in Fig. 7. This process in now way teach successive movement of the texture coordinates relative to the polygons. Then the texture image 14 is then successive adhered to the object OB22 in Fig. 7. However, once adhered to the object OB22, there is no teaching of moving the textures relative to the polygons of object OB22. Of course the object OB22 may be moved, but conventional teaching would only suggest that the textures move with the polygons they are adhered to and not relative to the polygons. The Yasui reference also fails to provide any relevant teaching regarding the claimed moving of textures.

Thus, it is respectfully submitted that the rejected claims 1, 4-8 and 10 are not obvious in view of the cited references for the reasons stated above. Reconsideration of the rejections of claims 1, 4-8 and 10 and their allowance are respectfully requested.

CONTACT ATTORNEY IF REJECTIONS ARE TO BE MAINTAINED

Applicant's attorney has attempted to conduct an interview with the Examiner in the present application twice. Initially on October 6 it was ascertained that the new Examiner, Jihn Chi Wang, was assigned and an interview was requested between the 17th and 21st of October. Examiner indicated that the interview would be possible at 3 pm, October 26. On that date the Examiner was contact and applicant's attorney was informed that the interview was not scheduled because the Examiner did believe it was confirmed. Applicant's attorney's understanding was that it was. The interview was then rescheduled for November 4th. On November 4th. the Examiner informed Applicant's attorney that the file was removed from his office and "lost." Applicant's attorney has not heard further from the Examiner as to whether the "lost" file has been recovered.

Prior to issuance of a further Office Action maintaining the above referenced rejections, it is respectfully requested that the Examiner contact the applicant's attorney with regard to arranging an interview. It is believed that an

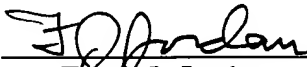
interactive discussion of the issues presently in this application would be effective in advancing the prosecution of the present application.

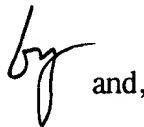
TIME EXTENSION REQUEST


Applicant respectfully requests a two month extension of time for responding to the Office Action. Please charge the fee of \$430.00 for the extension of time to Deposit Account No. 10-1250.

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,
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APPENDIX I

ALL PENDING CLAIMS WITH AMENDMENTS EFFECTED THEREIN

1. (Currently amended) A game system for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of another texture;

a calculating means for calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means onto an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

2-3. (Canceled)

4. (Original) The game system according to claim 1, wherein luminance of colors of the second texture are different in different areas in the second texture.

5. (Original) The game system according to claim 1, wherein luminance of colors of the second texture vary in proportion to coordinate value in either one direction of the two-dimensional coordinates if the two-dimensional coordinates are fixed.

6. (Original) The game system according to claim 1, wherein a part of the second texture undergoes an affect of gradation by the first texture.

7. (Original) The game system according to claim 6, wherein the gradation is executed by mixing the colors of the first texture and the colors of the second texture with a predetermined mixing ratio.

8. (Currently Amended) An image drawing method for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising the steps of:

drawing a polygon with a first texture which affects drawing of another texture;

calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means onto an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing step based on the two-dimensional vertex coordinates of the second texture calculated by the calculating step; and

simulatively moving in the display the second texture, drawn by the second texture drawing step, on the polygon drawn by the polygon drawing step by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

9. (Canceled)

10. (Previously Presented) A computer-readable storage medium carrying a game program for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, the game program controls a computer to function as:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of another texture;

a calculating means for calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means onto an imaginary

two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

11. (Canceled)